GAMER
RETRO
Magazine
Noh
仁王
COMPLETE EDITION
15TH JANUARY 2026
ALPHA
PROTOCOL
THE ESPIONAGE RPG

Contents

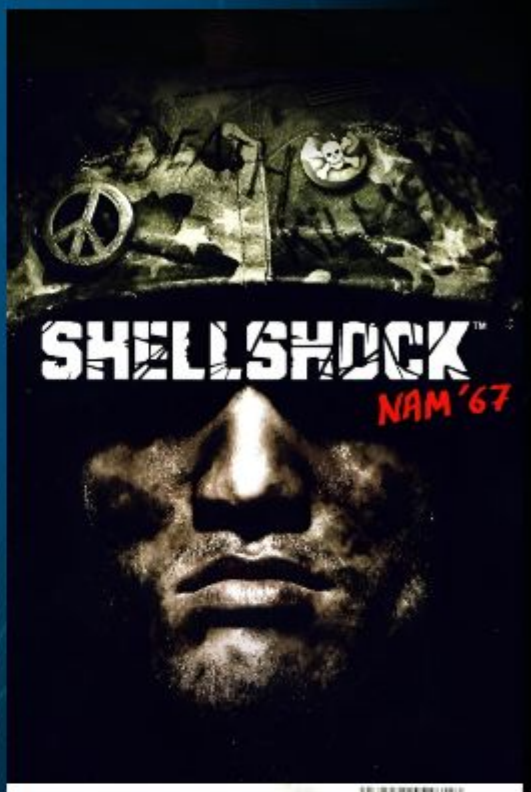
ShellShock nam`67
Alpha Protocol 2010
Moon Patrol 1983
Parasite eve
Buggy Boy
ZeeWolf
Nioh
legends of might and magic
Sonic Adventure
Sonic Adventure 2

RETRO Magazine SHELLSHOCK NAM'67 GAMER

ShellShock nam`67

"ShellShock: Nam '67" is a third-person shooter video game developed by Guerrilla Games and published by Eidos Interactive.

It was released in 2004 for Microsoft Windows, PlayStation 2, and Xbox.



The game is set in the Vietnam War and aims to portray the fear, chaos, and atrocities of the conflict.

Players take on the role of a rookie soldier navigating the intense jungle and urban environments.

SHELLSHOCK
NAM'67
It's 1967, you've been drafted to fight in the most controversial conflict of modern times. Prepare to experience the fear, chaos and the atrocities of the Vietnam War. From napalm bombardments to deadly VC booby traps, can you survive your first tour of duty?
FORGET MEDALS, FORGET HONOUR.
...JUST SURVIVE.
Microsoft
eidos

The game was noted for its graphic portrayal of violence and mature themes, aiming for a realistic and often disturbing depiction of war.

RETRO Magazine SHELLSHOCK NAM'67 GAMER

ShellShock nam`67

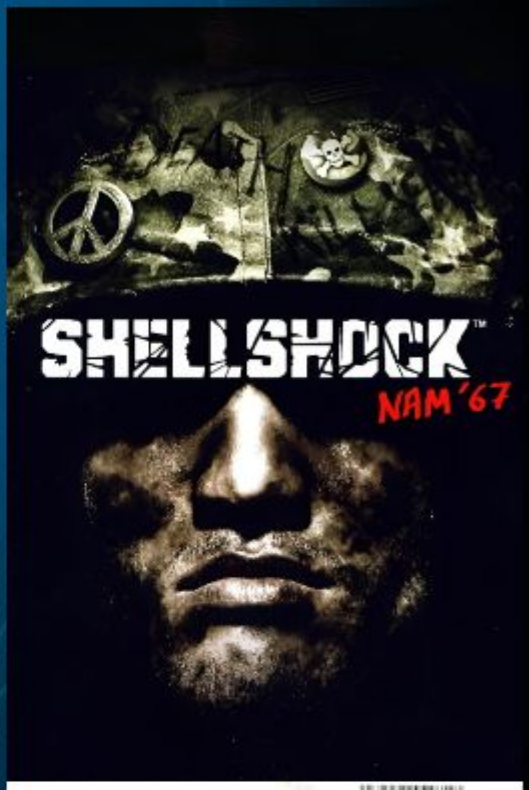
This includes gruesome booby traps, visible injuries, and intense combat scenarios.

ShellShock nam`67 is a third-person shooter with an emphasis on combat, stealth, and strategy.

Players navigate dense jungles, avoid enemy fire, and complete missions.

There are also sections involving vehicles like helicopters and tanks.

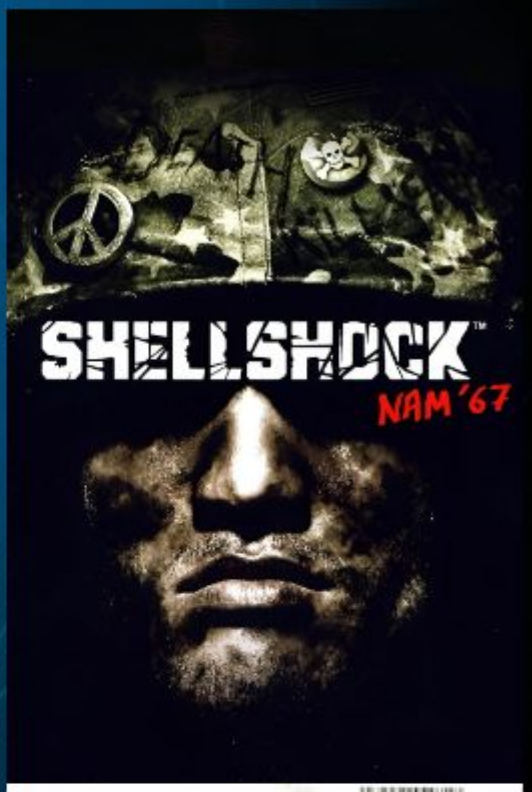
Between missions, players return to a base camp where they can interact with other soldiers, try out weapons at a firing range, and even engage in controversial activities like buying "chits" (in-game currency earned from combat) to acquire items or services.



SHELLSHOCK
NAM'67
It's 1967, you've been drafted to fight in the most controversial conflict of modern times. Prepare to experience the fear, chaos and the atrocities of the Vietnam War. From napalm bombardments to deadly VC booby traps, can you survive your first tour of duty?
FORGET MEDALS, FORGET HONOUR.
...JUST SURVIVE.
Microsoft
eidos

RETRO Magazine SHELLSHOCK NAM'67 GAMER

ShellShock nam`67



The game was somewhat controversial upon release for its depiction of things like torture, civilian involvement in the conflict, and the psychological impact of war, often pushing boundaries for what was typically seen in war games at the time.

SHELLSHOCK
NAM'67
It's 1967, you've been drafted to fight in the most controversial conflict of modern times. Prepare to experience the fear, chaos and the atrocities of the Vietnam War. From napalm bombardments to deadly VC booby traps, can you survive your first tour of duty?
FORGET MEDALS, FORGET HONOUR.
...JUST SURVIVE.
Microsoft
eidos

Reviews for "ShellShock: Nam '67" were generally "mixed or average."

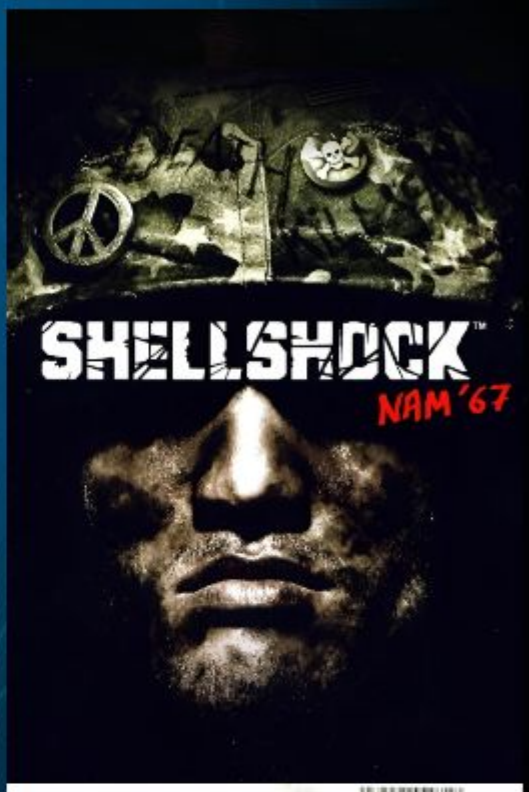
While some critics praised its ambition to tackle the darker aspects of the Vietnam War and its immersive atmosphere, others criticized its clunky controls, mediocre gameplay, and repetitive missions.

Some found its presentation of war to be tasteless or overly reliant on shock value.

ShellShock nam`67

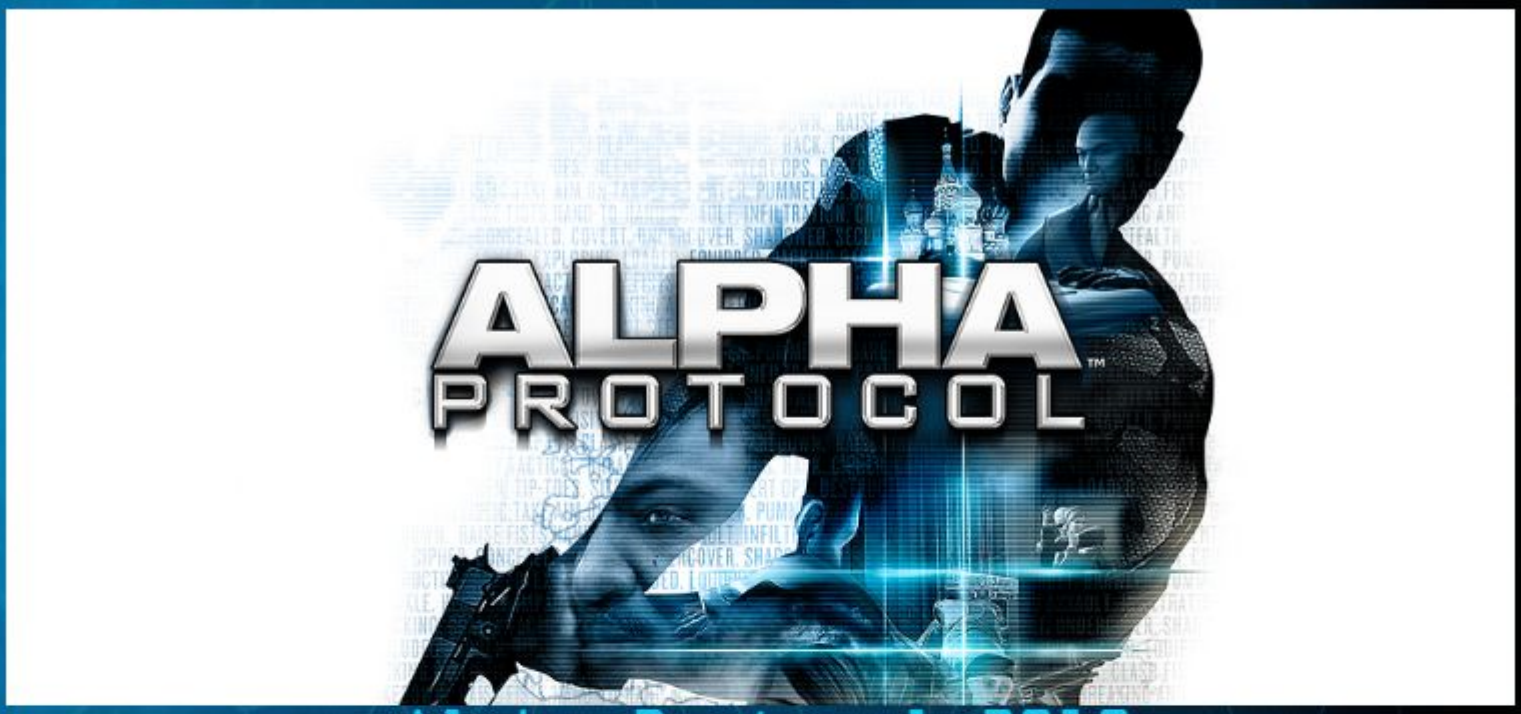
Despite mixed reviews, it did manage to sell a significant number of copies.

If you're looking for a game that attempts to depict a more brutal and less sanitized version of the Vietnam War, and you're aware of its dated mechanics, it might be of interest.



SHELLSHOCK
NAM'67
It's 1967, you've been drafted to fight in the most controversial conflict of modern times. Prepare to experience the fear, chaos and the atrocities of the Vietnam War. From napalm bombardments to deadly VC booby traps, can you survive your first tour of duty?
FORGET MEDALS, FORGET HONOUR.
...JUST SURVIVE.
Microsoft
eidos

RETRO Magazine ALPHA PROTOCOL GAMER

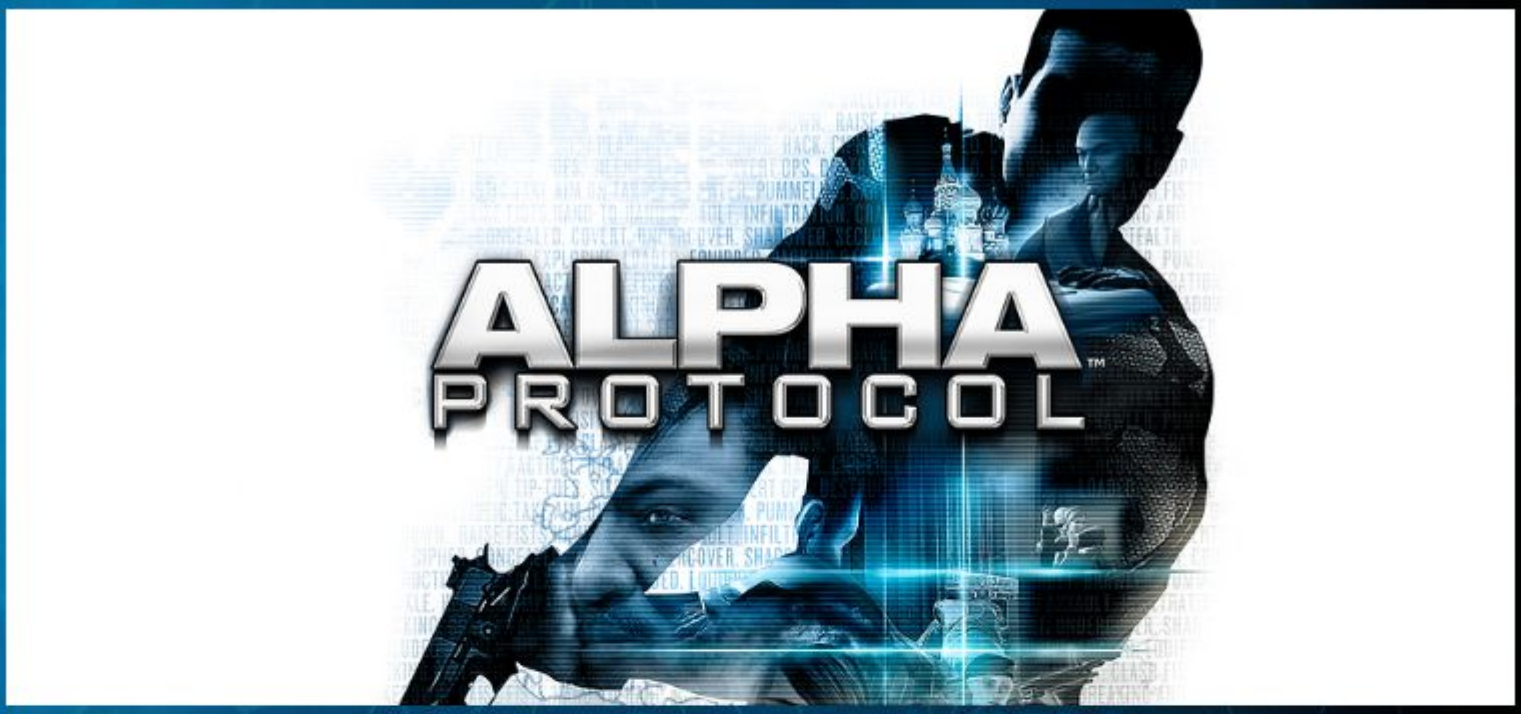


Alpha Protocol 2010

"Alpha Protocol" is an action role-playing game (RPG) developed by Obsidian Entertainment and published by Sega, released in 2010.

It's known for its unique blend of espionage, choice-driven narrative, and RPG mechanics.

You play as Michael Thorton, a newly recruited agent for a clandestine U.S. agency called "Alpha Protocol," which operates outside of government oversight.

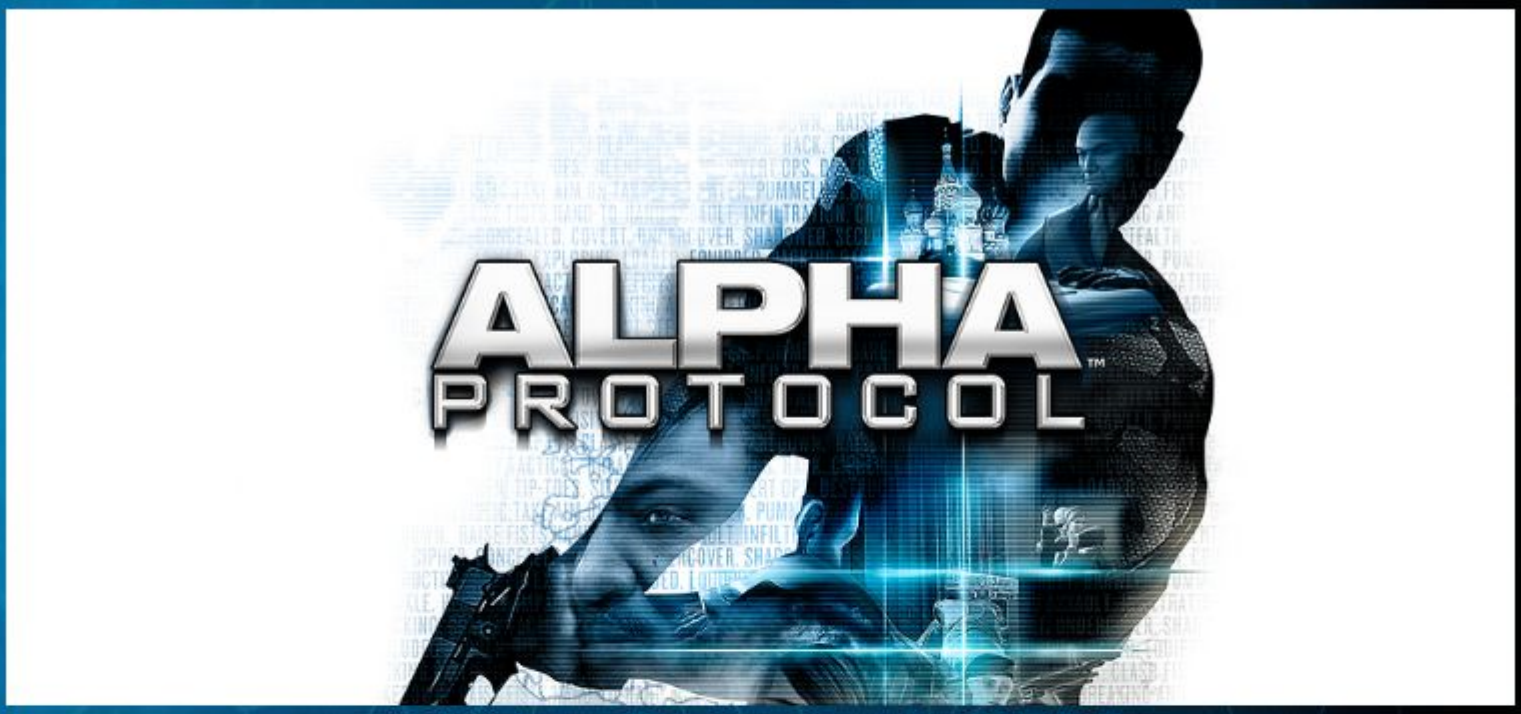


Alpha Protocol 2010

After a mission goes wrong and he's framed, Thorton goes rogue to uncover a global conspiracy involving a private military corporation and powerful figures attempting to ignite a new Cold War for profit.

The core gameplay involves third-person shooting, stealth, and hand-to-hand combat. However, it's heavily influenced by RPG mechanics.

As you progress, you earn experience points to upgrade Thorton's skills in various categories like firearms (pistols, SMGs, assault rifles, shotguns), stealth, tech, and martial arts.



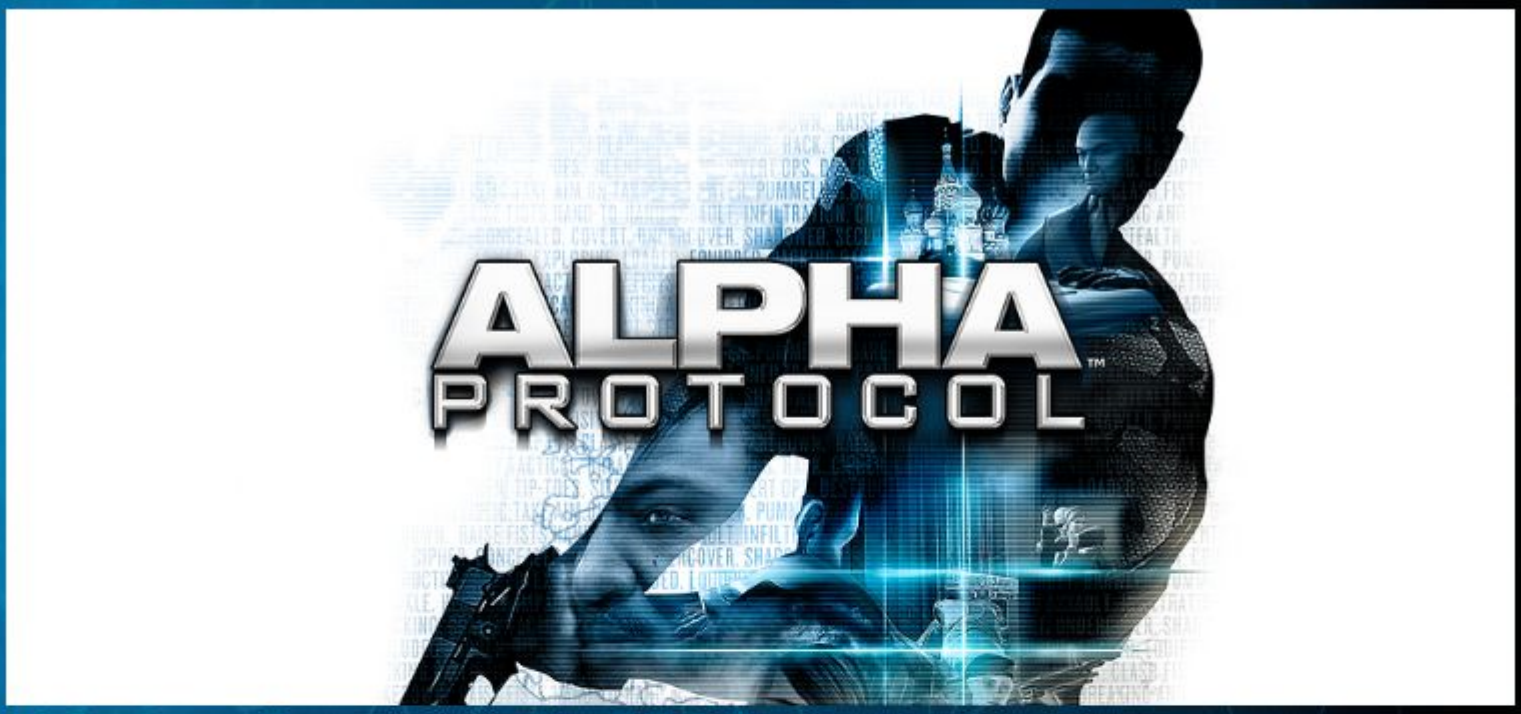
Alpha Protocol 2010

This is arguably the game's most defining feature.

Your choices, both in dialogue and action, have significant and often long-lasting consequences on the story, character relationships, and even mission outcomes.

Dialogue options often have a time limit, forcing quick decisions, and your "stance" (suave, aggressive, professional) can influence how characters perceive and react to you.

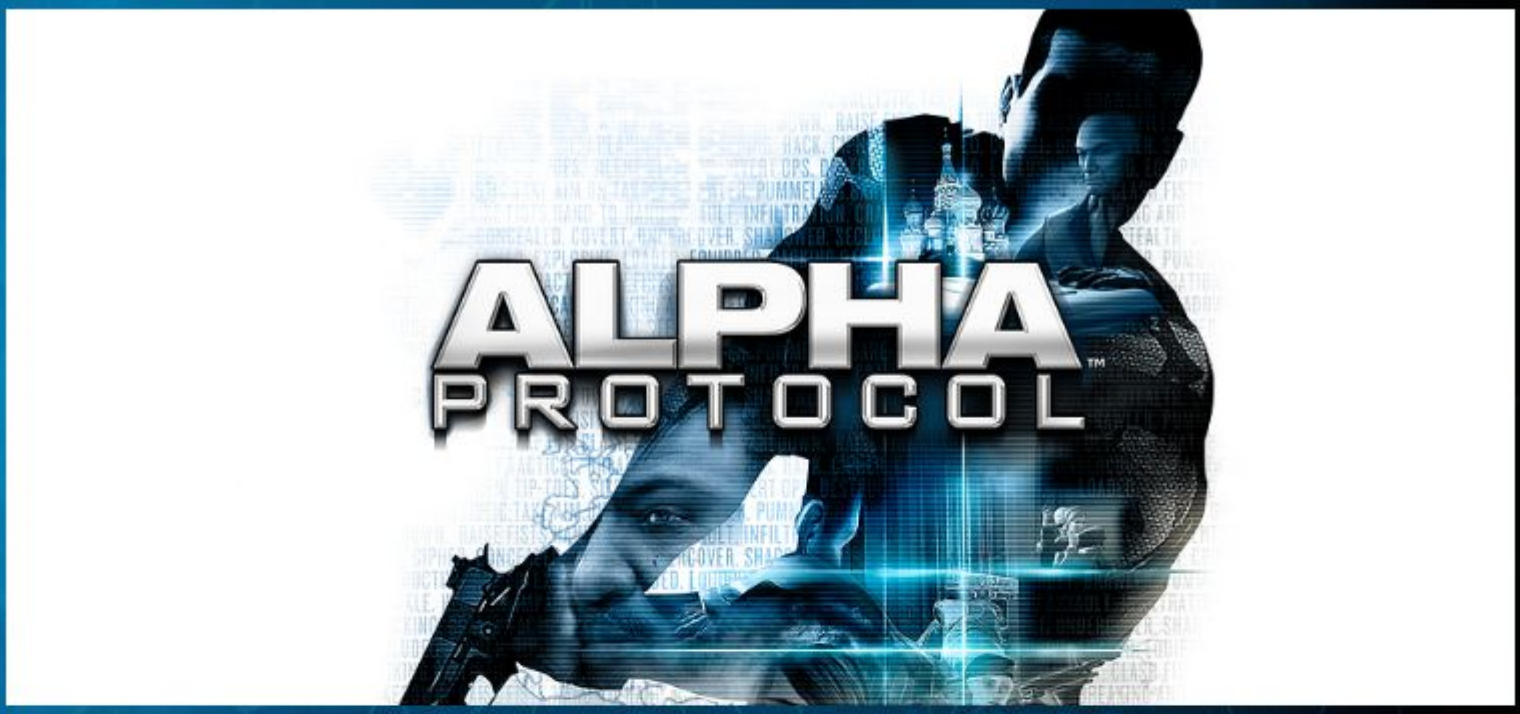
RETRO Magazine ALPHA PROTOCOL GAMER



Alpha Protocol 2010

The game features a highly branching narrative where your decisions can lead to different allies, enemies, missions, and even entirely different endings.

Between missions, you return to a safe-house where you can manage your inventory, upgrade weapons and armor, purchase intelligence on upcoming missions or characters which can unlock new dialogue options or approaches, and respond to emails that further the story or offer side quests.

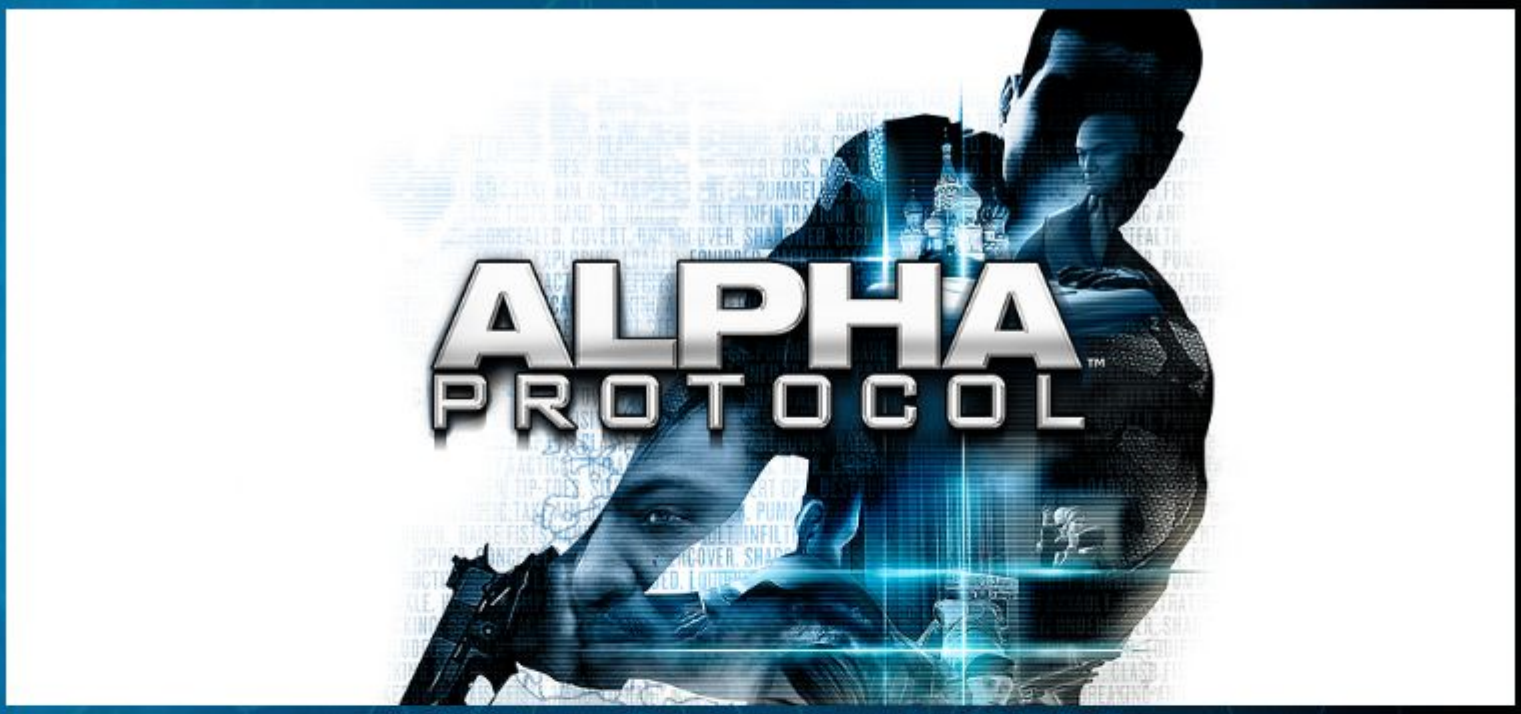


Alpha Protocol 2010

Thorton can utilize various gadgets like grenades, flash-bangs, and EMP devices, and unlock special abilities through skill progression, such as "Chain Shot" (slowing time for precise targeting) or "Room Sweep."

Upon its release in 2010, "Alpha Protocol" received mixed reviews.

Many praised its ambitious storytelling, the depth of its choice-and-consequence system, and its unique take on the spy genre.



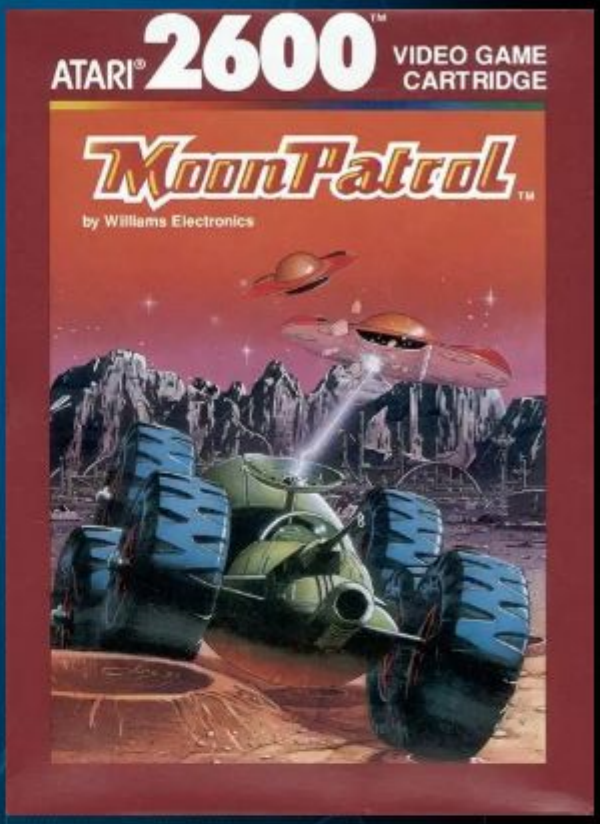
Alpha Protocol 2010

However, it was frequently criticized for its technical issues, including clunky combat mechanics, inconsistent AI, and unpolished visuals.

Despite its flaws "Alpha Protocol" has garnered a significant cult following over the years, with many players appreciating its bold story design and the genuine impact of player choices, something often promised but rarely delivered to such an extent in games.

In essence, "Alpha Protocol" is a game that aimed high with its story offering a truly player-driven spy thriller, but struggled with its execution on the gameplay front.

Moon Patrol 1983



"Moon Patrol" is a classic arcade video game developed by Irem and released in 1982 release by Williams Electronics).

It's a seminal title in the history of video games, particularly known for its groundbreaking visual technique.

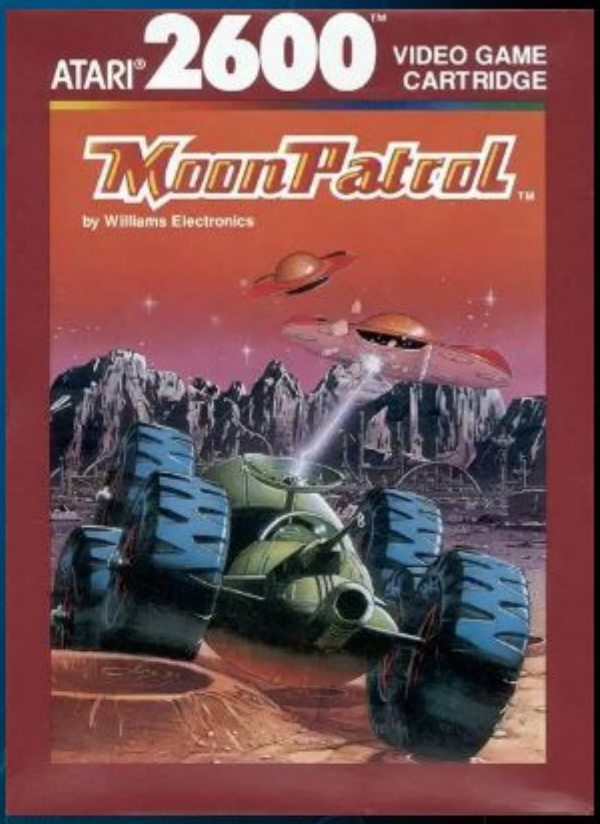
You control a lunar rover on the surface of the Moon, perpetually driving from left to right across a horizontally scrolling landscape.

Your mission is to navigate treacherous terrain and fend off alien attacks.

The ground is riddled with craters and landmines that you must either jump over or shoot to destroy.

Flying UFOs attack from above, and some can even create new craters by dropping bombs.

Moon Patrol 1983



There are also ground-based enemies like tanks and enemy buggies that you need to deal with.

Your moon buggy is equipped with a laser that can fire both horizontally forward to destroy ground obstacles and vertically upwards to shoot down flying enemies.

You can adjust your speed, which affects the distance and height of your jumps.

Timing your jumps and shots is crucial to success.

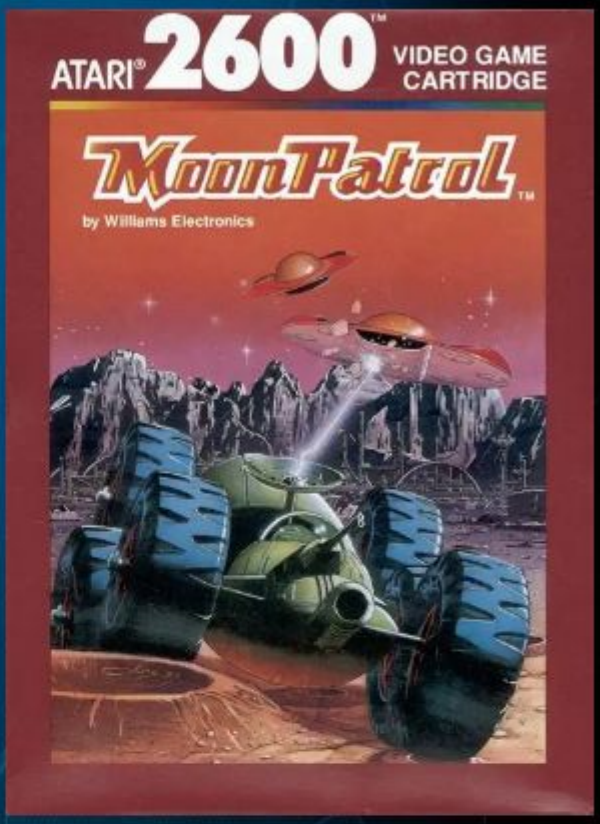
The game features a checkpoint system that breaks the course into segments.

Completing a segment awards bonus points based on your time.

RETRO Magazine

GAMER

Moon Patrol 1983



There are two courses "Beginner" and "Champion," with the Champion course looping indefinitely.

"Moon Patrol" is widely credited with introducing full parallax scrolling to video games.

This technique involves multiple background layers moving at different speeds, creating a convincing illusion of depth and distance.

This was a revolutionary visual effect at the time and became a standard in side-scrolling games.

The game also featured integrated sound effects and a catchy background music that evolved with the gameplay intensity.

"Moon Patrol" was a commercial success in arcades and received positive attention.

Parasite eve

"Parasite Eve" is a unique and atmospheric action role-playing game (RPG) with survival horror elements, developed by Squaresoft (now Square Enix) and released in 1998 for the PlayStation.

It's often remembered for its compelling blend of genres, cinematic presentation, and a dark, intriguing story.

Parasite eve

The game is a sequel to a Japanese horror novel of the same name by Hideaki Sena.

The story begins on Christmas Eve 1997, in New York City.

You play as Aya Brea, a rookie NYPD officer attending an opera at Carnegie Hall.

Parasite eve

During the performance, a bizarre phenomenon occurs: everyone in the audience and on stage spontaneously combusts, except for Aya and the lead opera singer, Melissa Pearce.

Melissa then transforms into a monstrous creature, proclaiming herself "Eve," and declares her intention to wipe out humanity.

Parasite eve

Aya soon discovers that Eve is a being whose mitochondria (the "powerhouses" of cells) have awakened and rebelled against their human hosts, granting Eve immense power and the ability to mutate other living organisms into "Neo-Mitochondrial Creatures" (NMCs).

Parasite eve

Aya herself possesses dormant mitochondrial powers, which manifest and grow throughout the game, making her the only one capable of fighting Eve.

Parasite eve

The game follows Aya over a six-day period as she races against time to track down Eve and stop her from birthing the "Ultimate Being," a creature that would truly spell the end of mankind.

Parasite eve

Her journey takes her through iconic New York City locations like Central Park, the American Museum of Natural History, and the Statue of Liberty, all rendered with a chilling, desolate atmosphere.

Parasite eve

The game uses fixed camera angles and pre-rendered backgrounds similar to early "Resident Evil" titles, creating a sense of dread and mystery as you explore environments.

You'll find items, solve light puzzles, and navigate eerie, deserted areas.

Parasite eve

Combat takes place in a unique system that blends turn-based RPG elements with real-time action.

When a battle is triggered (often through random encounters), Aya and enemies move freely within a confined battle arena.

Parasite eve

A significant feature is the ability to heavily customize weapons and armor.

You can transfer attributes and special perks from one piece of equipment to another using "Tools" and "Super Tools."

Parasite eve

Upon its release, "Parasite Eve" received generally positive reviews.

Critics praised its ambitious story, mature themes, impressive cinematic cut-scenes (for the time), and the innovative combat system that successfully blended different genres.

Its dark, contemporary setting in New York City also resonated with many players.

Parasite eve

However, some criticisms included its somewhat repetitive battles, occasional difficulty spikes, and the fact that its fixed camera angles and control scheme could feel dated even then, especially compared to more action-oriented titles.

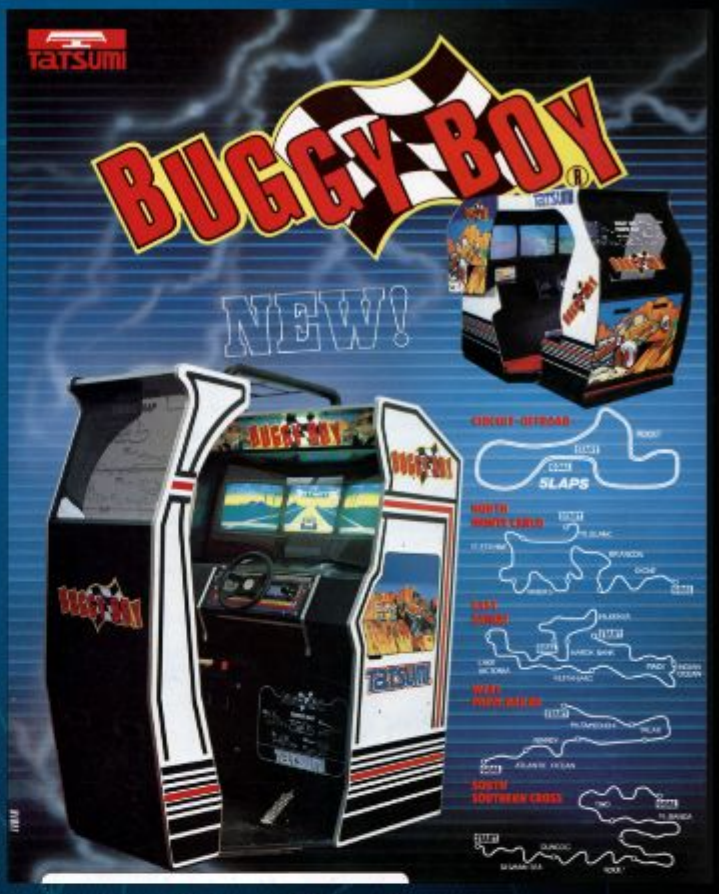
Despite these points, "Parasite Eve" has gained a significant cult following over the years.

Parasite eve

It's remembered as a unique and atmospheric experience, a bold experiment from Squaresoft that pushed boundaries and offered a compelling story that combined biological horror with sci-fi and RPG elements.

Its influence can be seen in later games that attempt to blend action and RPG mechanics in real-time combat.

Buggy Boy



"Buggy Boy," known as "Speed Buggy" in North America, is a classic off-road racing arcade game developed by Tatsumi and first released in 1985.

It quickly became renowned for its distinctive gameplay and particularly for its groundbreaking technical features in the arcade version.

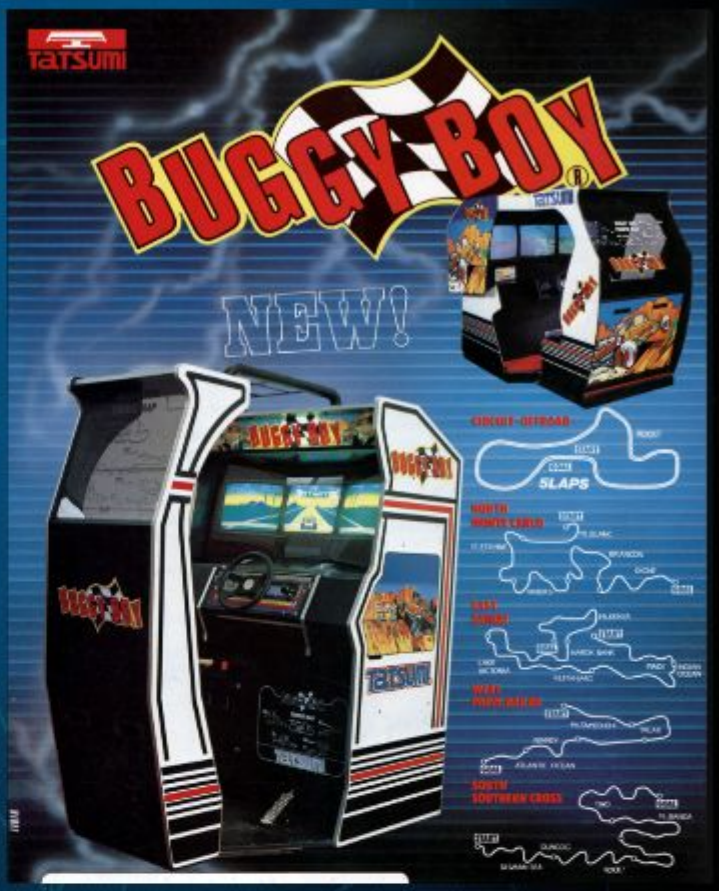
The original arcade version of "Buggy Boy" was famous for its immersive, panoramic three-screen display.

This provided a wide field of view, enhancing the sense of speed and immersion.

There was also a single-screen "Buggy Boy Junior" version released later.

The graphics, while simple by modern standards, were colorful and well-animated, creating a lively off-road environment.

Buggy Boy



You control a dune buggy from a pseudo-3D, behind-the-vehicle perspective.

The goal is to race against the clock across various challenging courses.

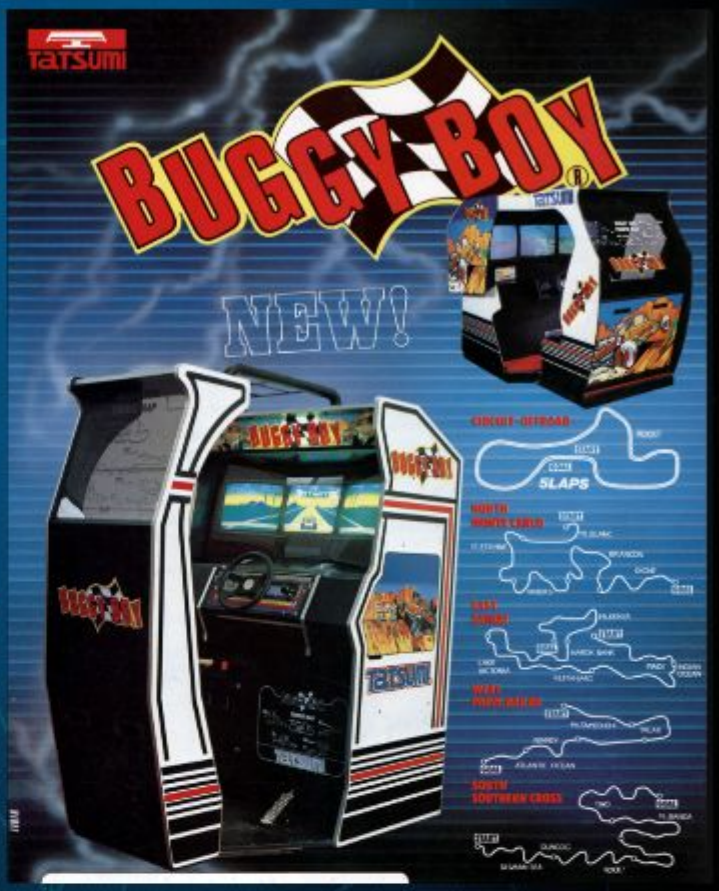
The tracks are filled with obstacles like boulders, trees, fences, and water hazards.

You must navigate these by steering, jumping over them (often using strategically placed logs), or even by hitting certain rocks that cause your buggy to briefly tilt onto two wheels, allowing you to squeeze through narrow gaps.

Like many arcade racers, "Buggy Boy" is a race against time.

You gain precious extra seconds by driving through "TIME" gates.

Buggy Boy



Completing segments of the course within the time limit also grants points and progresses you through "checkpoints."

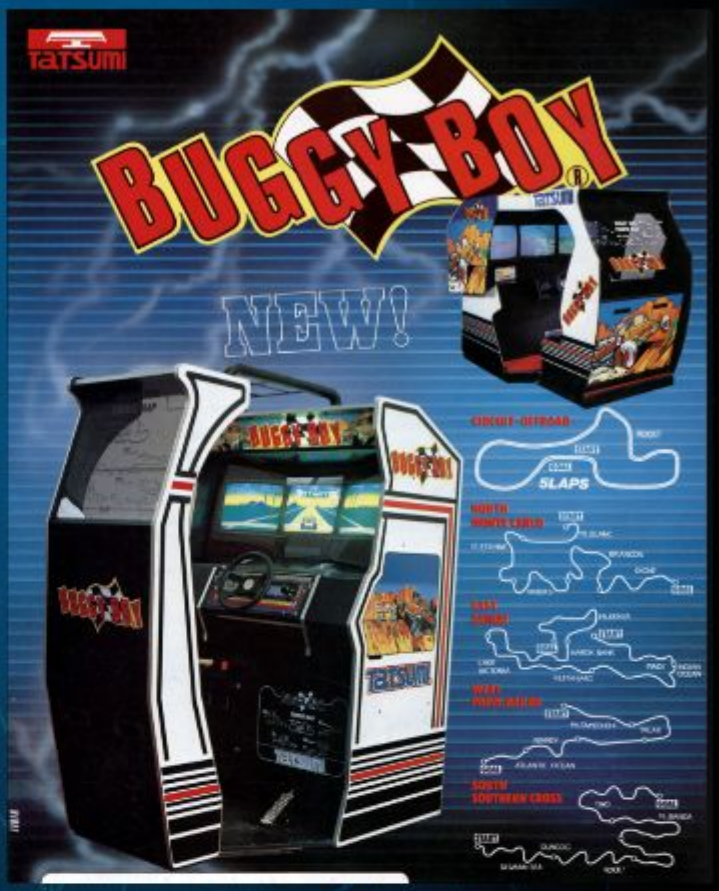
The game encourages exploration and precision by scattering various collectibles and Numerous colored flags are strewn across the track.

Collecting them in the correct sequence (indicated on the HUD) provides significant bonus points

Occasionally, you'll encounter a football that you can "kick" for extra points, or drive through special gates that award points.

Home Computer versions where widely ported to various home computers, including the Commodore 64, ZX Spectrum, Amstrad CPC, Amiga, and Atari ST.

Buggy Boy



The quality of these ports varied significantly.

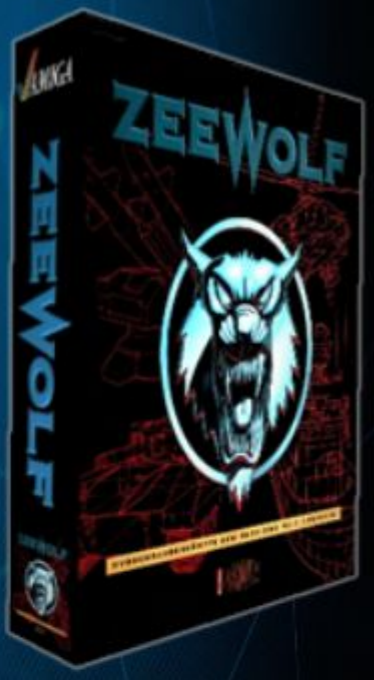
The Commodore 64 version, in particular, is often lauded for being a very faithful and enjoyable conversion despite the technical limitations of the hardware and capturing the feel and speed of the arcade original.

"Buggy Boy" is remembered as a fun and engaging arcade racer that offered more than just pure speed.

While it might not be as universally famous as some of its contemporaries like "Out Run," it holds a special place in the hearts of many retro gaming enthusiasts and is considered a classic example of 1980s arcade innovation.

RETRO Magazine ZEEWOLF GAMER

ZeeWolf



"Zeewolf" is a classic 3D shoot 'em up computer game that was released for the Amiga platform in November 1994 by Binary Asylum.

It's primarily known for being a well-regarded helicopter combat game with a distinct 3D polygonal graphics style.

You pilot a helicopter gunship through 32 combat missions.

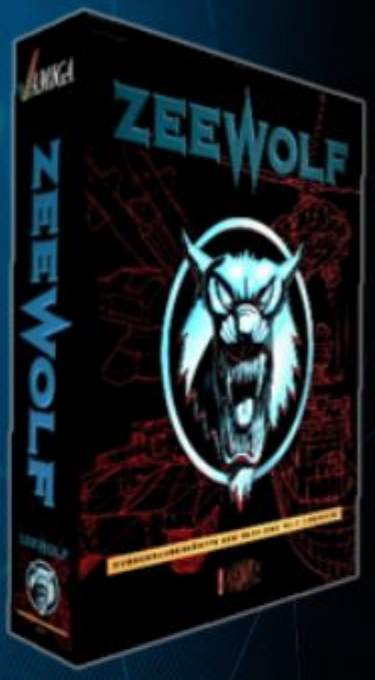
The game is viewed from a third-person perspective, with the camera usually positioned to the side of your aircraft.

Objectives go beyond just shooting.

You're tasked with locating targets, destroying enemy units and buildings, transporting friendly vehicles, and even rescuing hostages.

Some missions have time limits, adding to the pressure.

ZeeWolf



Your helicopter is equipped with a cannon, rockets, and guided air-to-air missiles.

Fuel and ammunition are finite, requiring strategic management and visits to supply centers (like an aircraft carrier) for rearming and refueling, which cost in-game funds.

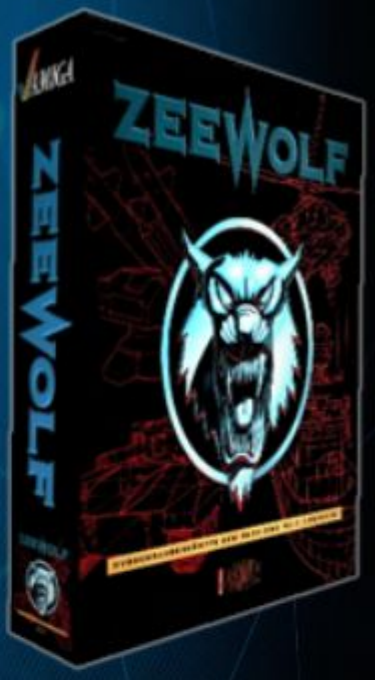
The game supports both joystick and mouse control. While joysticks offered a more traditional flying experience, the mouse control was considered quite innovative, allowing for more precise tilting and maneuvering of the aircraft.

Zeewolf utilized a 3D engine that rendered vehicles, ships, buildings, and other elements as solid polygons with shadow effects.

While the draw distance was limited due to Amiga hardware constraints, it provided an impressive visual experience for the time.

RETRO Magazine ZEEWOLF GAMER

ZeeWolf



The game's terrain was an undulating landscape of fixed-size tiles, creating a unique "patchwork" look.

The game featured a wraparound map, meaning the landscape endlessly repeated, and an in-game map helped you navigate.

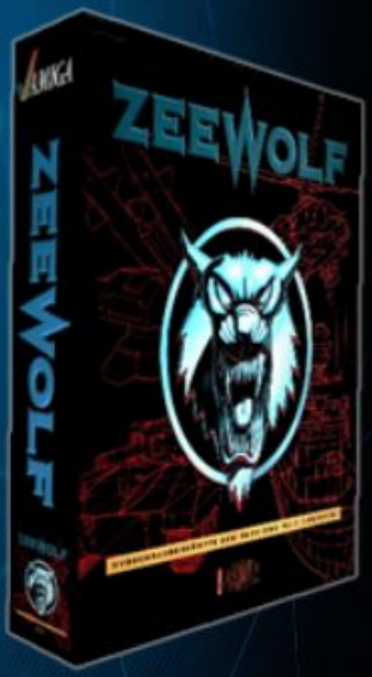
Developed and published by Binary Asylum, "Zeewolf" was their first game.

It was often compared to games like "Desert Strike" (due to its isometric helicopter combat feel) and "Zarch" (for its polygonal 3D graphics engine).

"Zeewolf" received generally positive reviews.

Critics praised its engaging gameplay, challenging missions, and the impressive 3D graphics and sound for the Amiga.

ZeeWolf



Some noted that while it was designed for the Amiga 500, it ran much smoother and was more enjoyable on higher-end Amiga 1200 machines.

A sequel, "Zeewolf 2: Wild Justice," followed in 1995, building on the original's foundation.

"Zeewolf" remains a fondly remembered title in the Amiga's software library, particularly for its solid 3D action and varied mission design, demonstrating what was possible on the platform in the mid-1990s.

Nioh is an action role-playing game developed by Team Ninja and published by Koei Tecmo.

It was first released in 2017 for PlayStation 4, with subsequent versions for Windows PC and later for PlayStation 5.

The game is set in a fictionalized version of the early 1600s, during the Sengoku period in Japan, and blends Japanese folklore with historical elements.

Nioh is renowned for its challenging combat system, which emphasizes precise timing, stamina management, and strategic use of weapons and skills.

Players control William Adams, a Western swordsman navigating a treacherous world filled with demons (yōkai), hostile samurai, and other supernatural threats.

The game features both single-player and multiplayer modes, including cooperative play.

A sequel, Nioh 2, was released in 2020, expanding on the original's mechanics and story, and introducing new character customization options and enemies.

Nioh upon release gained critical acclaim.

RETRO Magazine

GAMER

Legends of Might and Magic

Legends of Might and Magic was a first-person shooter video game developed by New World Computing and published by The 3DO Company in 2001.

While the game was published by The 3DO Company which also produced the 3DO Interactive Multiplayer console version Legends of Might and Magic was released exclusively for Microsoft Windows (PC).

It was not released on the 3DO console.

The 3DO Company, after its console failed in the market, transitioned into a third-party video game developer and publisher, and that's how they published "Legends of Might and Magic" for PC.

"Legends of Might and Magic" is a first-person shooter game developed by New World Computing and published by The 3DO Company in 2001.

Legends of Might and Magic

Although published by The 3DO Company, which was known for its own 3DO console, the game was released exclusively for Microsoft Windows and not for the 3DO console.

After the 3DO console's commercial failure, The 3DO Company shifted focus to becoming a third-party developer and publisher for PC games, which is how they published "Legends of Might and Magic."

Legends of Might and Magic is not a bad game overall and can be entertaining for short periods of time.

RETRO Magazine

SONIC ADVENTURE

GAMER

Sonic Adventure is a 3D platform game with action and role-playing elements, and it was a landmark title in the Sonic the Hedgehog series.

Originally released for the Sega Dreamcast in 1998 in Japan (and 1999 in North America and Europe), it was the first main Sonic game to feature fully 3D gameplay.

The game follows Sonic the Hedgehog and five other anthropomorphic protagonists—Miles "Tails" Prower, Knuckles the Echidna, Amy Rose, Big the Cat, and E-102 Gamma—as they embark on separate but intertwined quests to stop Dr. Robotnik (also known as Dr. Eggman) from unleashing an ancient, powerful entity called Chaos.

Each of the six playable characters has their own unique abilities and gameplay style, offering a different experience shooting, racing, and pinball.

RETRO Magazine

SONIC ADVENTURE

GAMER

Sonic adventure Focuses on high-speed action and platforming, racing through levels.

Tails Can hover and participates in races against opponents.

Knuckles: Specializes in exploration, gliding, and punching, tasked with finding pieces of the Master Emerald.

Amy Rose Wields a large hammer and focuses on avoiding capture by a robot.

RETRO Magazine SONIC ADVENTURE GAMER

*Big the Cat Features a unique, often-criticized fishing gameplay style, as he tries to rescue his frog friend, Foggy.

E-102 Gamma Offers timed third-person shooting stages, eventually betraying Robotnik.

The game features "Adventure Fields," which are open-ended hub worlds where players can explore, talk to NPCs, and find entrances to "Action Stages." These hub worlds dynamically change as the story progresses.

Beyond the main story, Sonic Adventure also includes:

Chao Garden:** A popular mini-game where players can hatch, name, and raise virtual pets called Chao. Players can collect small animals and Chaos Drives from action stages to improve their Chao's stats, which then allows them to compete in races and karate mini-games.

Power-ups:** Scattered throughout levels, including speed shoes, additional rings, temporary invincibility, and protective shields.

RETRO Magazine

SONIC ADVENTURE

GAMER

Sonic Adventure was initially released on the Sega Dreamcast.

It later received an enhanced re-release called Sonic Adventure DX Director's Cut for the Nintendo Game-Cube and Microsoft Windows(PC).

This version included updated graphics, a "Mission Mode," and additional features.

The game has also been made available on PlayStation 3 via Play station Network, Xbox 360 (Xbox Live Arcade) And Steam on the(PC).

While it can be played on Xbox One and Xbox Series X/S via backward compatibility, the game is not widely accessible on modern consoles like PlayStation 5 or Nintendo Switch.

It's worth noting that Sega has, at times, delisted the game from certain digital storefronts in specific regions.

RETRO Magazine

SONIC ADVENTURE 2

GAMER

"Sonic Adventure 2" is a highly popular 3D platform game developed by Sonic Team USA and published by Sega.

It was originally released for the Dreamcast in 2001 and later ported to other platforms like the Nintendo Game Cube (as "Sonic Adventure 2: Battle") and PC.

RETRO Magazine

SONIC ADVENTURE 2

GAMER

The story of Sonic Adventure 2 is split into two distinct campaigns: Hero and Dark.

Players control Sonic the Hedgehog, Miles "Tails" Prower, and Knuckles the Echidna as they try to save the world from Dr. Eggman's latest scheme.

Players control Dr. Eggman, Shadow the Hedgehog (a new character with a mysterious past and a striking resemblance to Sonic), and Rouge the Bat as they aim to conquer the world.

Speed (Sonic and Shadow)

These levels are fast-paced 3D platforming, focusing on speed, grinding on rails, and quick reflexes to navigate elaborate environments and defeat enemies.

RETRO Magazine

SONIC ADVENTURE 2

GAMER

Two Campaigns:** Play through the story from both the "Hero" and "Dark" perspectives, experiencing different sides of the same story.

The "Battle" version significantly expanded the multiplayer options, offering competitive modes like kart racing, action races, treasure hunting.characters.

larger roster of playable characters.

Emblem System,There are 180 emblems to collect by completing various missions within each level (such as beating the level, collecting 100 rings, or finding a hidden Chao), along with other tasks.

RETRO Magazine

SONIC ADVENTURE 2

GAMER

Collecting all emblems unlocks a 3D version of the classic Green Hill Zone.

Sonic Adventure 2 is well-remembered for its engaging story.